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**Game Critique Template**

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| *Overview* | *Description* | | |
| Title | Number Invaders (multiplication table game) | | |
| Concept | The idea of this game is to help Trevor to keep the number invaders a safe distance away by answering the multiplication table questions. | | |
| Learning Objectives *(explicit or implicit)* | To demonstrate the ability of players to solve the multiplication facts. To teach them the multiplication table by simple ways. | | |
| Assessment *(explicit or implicit)* | It emphasizes higher-level thinking skills. Also, it's a good game to exercise players' abilities of solving the equations quickly. | | |
| Content *(explicit or implicit)* | Playing, thinking, multiplication facts. | | |
| Values & Skills *(explicit or implicit)* | Cooperation  Patient  Calculation | | |
| Game Method/Style | strategy game (player’s strategy drives the game). | | |
| Audience | Children, adults, seniors, teens, males, female, mom, dad, teacher student, etc…) | | |
| Platform | Internet | | |
| Publisher | Colleen King | | |
| Developer | Colleen King | | |
| Release Date | 2002 | | |
| *Design Aspects* | *High* | *Average* | *Low* |
| Graphics & Sound | ☺ |  |  |
| Playability | ☺ |  |  |
| Entertainment | ☺ |  |  |
| Replay Value | ☺ |  |  |